WHAT IS CLAIMED IS:

1. A method for processing a transport stream, the method comprising:

(a) parsing the transport stream to derive multiple elementary streams including associated program identifiers;

(b) using the associated program identifiers to determine corresponding transfer locations in a host memory; and

(c) performing direct memory access transfers of the multiple elementary streams to the corresponding transfer locations in the host memory.

2. The method according to claim 1, the method further comprising transferring the multiple elementary streams to an end user system.

3. The method according to claim 2 wherein the end user system comprises an audio-visual system and the step of transferring the multiple elementary streams to an end user system comprises transferring the multiple elementary streams through an audio-visual interface.

4. The method according to claim 2 wherein the end user system comprises a networked computer system and the step of transferring the multiple elementary streams to an end user system comprises transferring the multiple elementary streams through a network interface.

5. The method according to claim 4 wherein the end user system further comprises a world wide web browser.

6. The method according to claim 1 wherein the step of using the associated program identifiers to determine corresponding transfer locations in a host memory comprises:

(a) buffering each elementary stream in a first-in–first-out module; and

(b) assigning the transfer location in the host memory to the buffered elementary stream according to a particular program identifier.

7. The method according to claim 1 wherein the direct memory access transfer is performed between a local memory and the host memory.

8. The method according to claim 1 wherein the direct memory access transfer is performed automatically to the host memory without storage in a local memory.

9. A system for receiving and processing a transport stream, the system comprising:

(a) a receiver configured to derive multiple data streams and associated program identifiers from the transport stream; and

(b) a direct memory access (DMA) transfer engine within the receiver, the DMA transfer engine being configured to initiate DMA transfers of the multiple data streams to corresponding transfer locations in a host memory that are determined using the associated program identifiers.

10. The system according to claim 9, the system further comprising an interface connected to the receiver configured to transfer the multiple elementary streams to an end user system.

11. The system according to claim 10 wherein the end user system comprises an audio-visual system and the interface comprises an audio-visual interface.

12. The system according to claim 10 wherein the end user system comprises a networked computer system and the interface comprises a network interface.

13. The system according to claim 12 wherein the end user system further comprises a world wide web browser.

14. The system according to claim 9 further comprising a first-in–first-out module within the receiver, the first-in–first-out module configured to buffer each elementary stream,

wherein the receiver is configured to assign the transfer location in the host memory to the buffered elementary stream according to a particular program identifier.

15. The system according to claim 9 wherein the DMA transfer engine is configured to transfer the multiple data streams between a memory local to the receiver and the host memory.

16. The system according to claim 9 wherein the DMA transfer engine is configured to transfer the multiple data streams automatically from the receiver to the host memory without storage in a memory local to the receiver.